

BARD: COLLEGE OF TIMEBURGLARY - NO IMAGES



THE RIVER OF TIME FLOWS THROUGH ALL BEINGS, but for the Timeburglur, it pools. They attract time from the aether, they steal seconds from people they meet, they pickpocket partial moments from those they pass in the street.

For their victims this time taken away manifests itself as; forgetting why they entered a room, maybe misremembering what they were about to say, or perhaps even simply losing track of what's happening or a conversation. Most don't know they've been burgled as it's standard practice never to take too much time from any one individual. But this purloined time can come in incredibly handy for the Timeburglar. When something bad happens to them or their allies, this tucked away time allows them to attempt to react to, rewind and alter the immediate past, potentially turning bad outcomes into good ones

TIME REWIND

Beginning at 3rd level, you can rewind your own personal flow of time to attempt to evade a hit. You get access to the shield spell. You can cast it via use of spell slots as normal, or you can instead choose to expend 1 use of your bardic inspiration to do so instead.

If you choose to expend your bardic inspiration die, you roll it add the result to your AC until the beginning of your next turn, instead of the usual +5. If you do this, it can be after a hit but before they tell you specifically what number they rolled to hit.

SANDS OF TIME

At 6th level, you cause the sands of time to flow back upwards for yourself and 1 other, leaving you with memory and perhaps knowledge of how to avoid negative effects. When you or someone within 10ft of you have to make a saving throw, you can expend a use of your bardic inspiration and roll it. You then add the result to their roll, your roll, or both your rolls

TIME FLOW

Your grip on the flow of time improves so that you can pull time and use it where you want, not just in reaction to danger. Once per day when you start combat, you can gain some uses of your Bardic Inspiration dice back. Using the formula of: your Charisma modifier divided by 2, rounding down (minimum of 1), you gain that many Bardic Inspiration dice back. You can't have more uses than your Charisma Modifier at any given time even if this feature would cause you to go above that number. Once per day, you can use your reaction to give yourself another action on your turn. Similarly, once per day, you can use your reaction to give someone else within 60ft of you an action. This doesn't need to be on your turn.